

FIG. 1

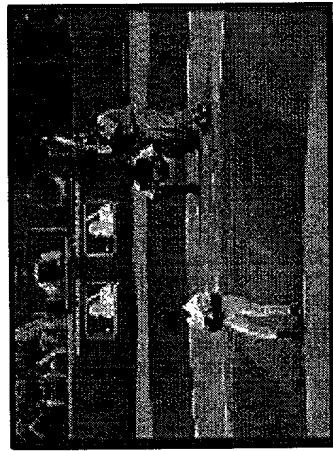


FIG. 2A

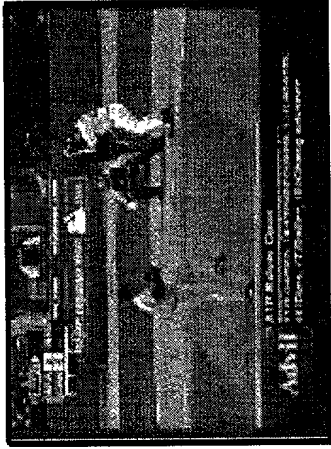


FIG. 2B

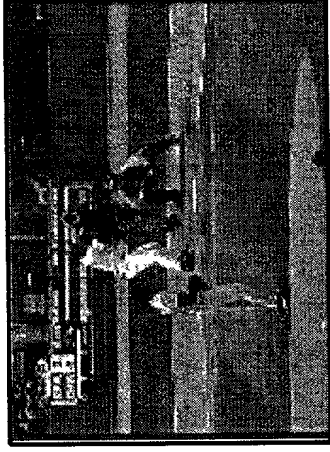


FIG. 2C



FIG. 2D

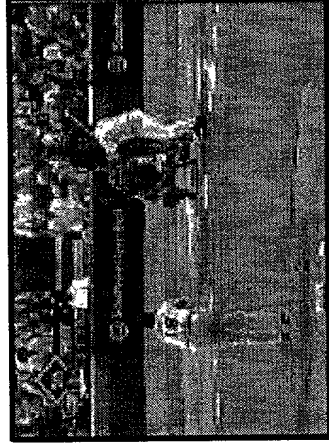


FIG. 2E

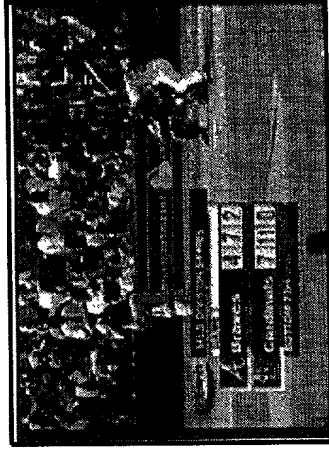


FIG. 2F

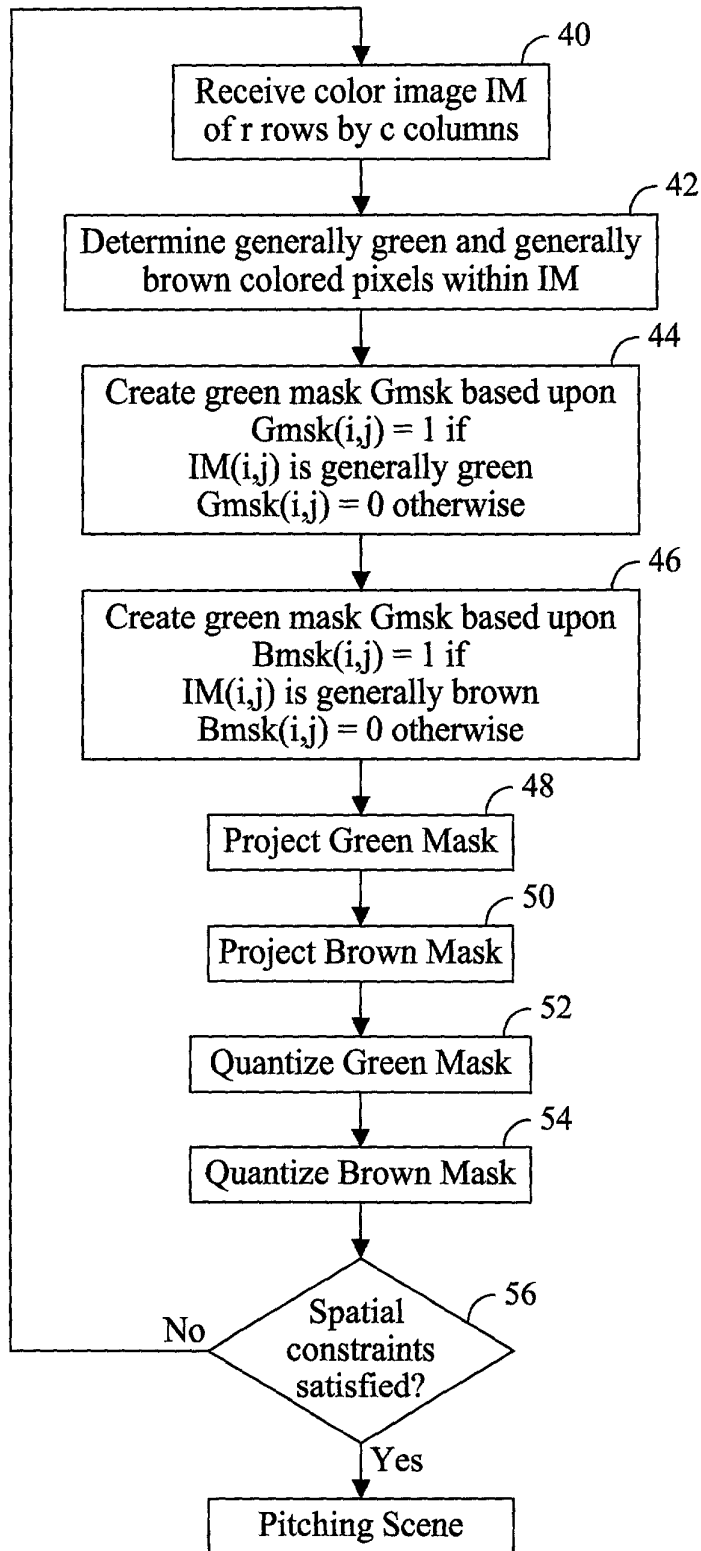


FIG. 3

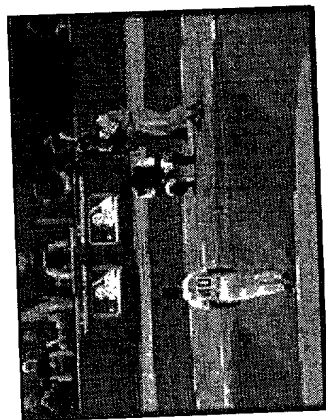


FIG. 4A

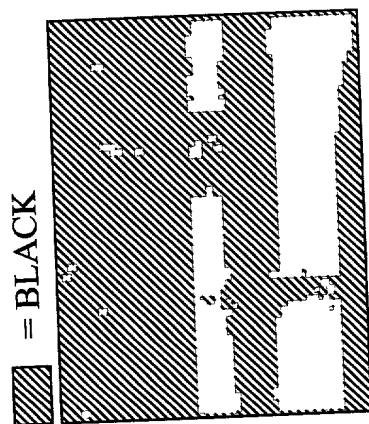


FIG. 4B

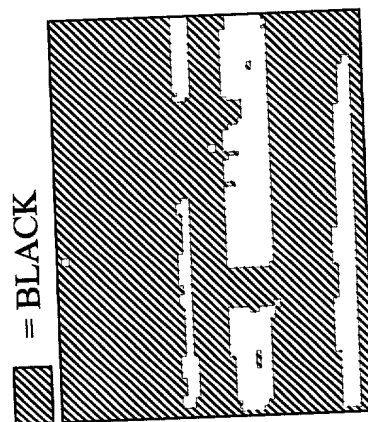


FIG. 4C

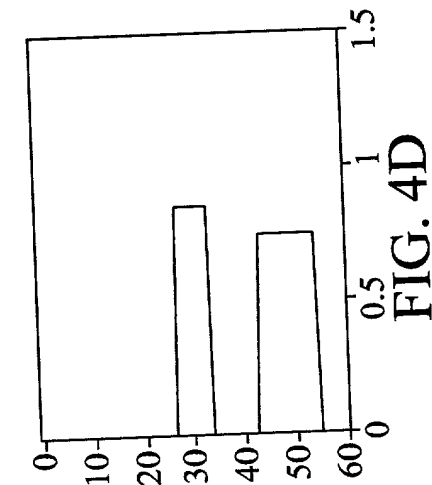


FIG. 4D

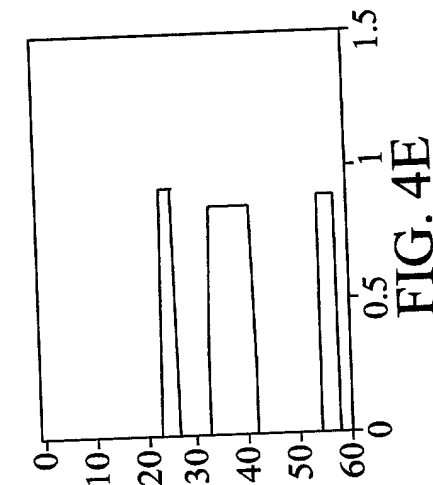


FIG. 4E

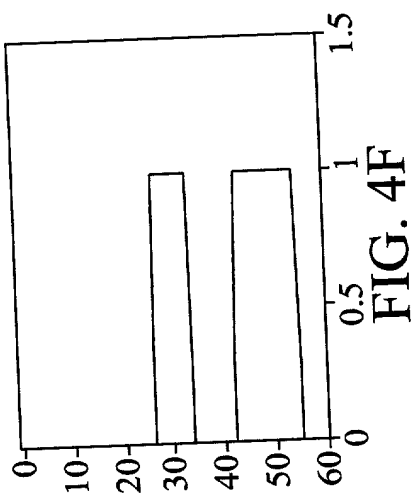


FIG. 4F

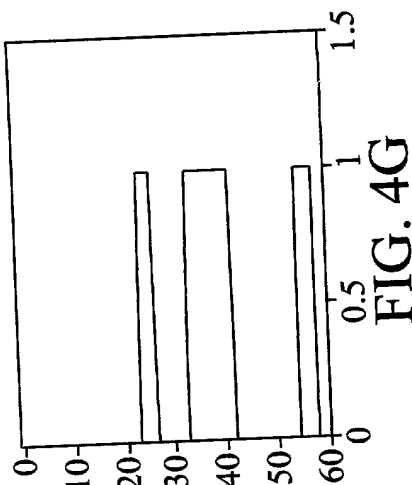


FIG. 4G

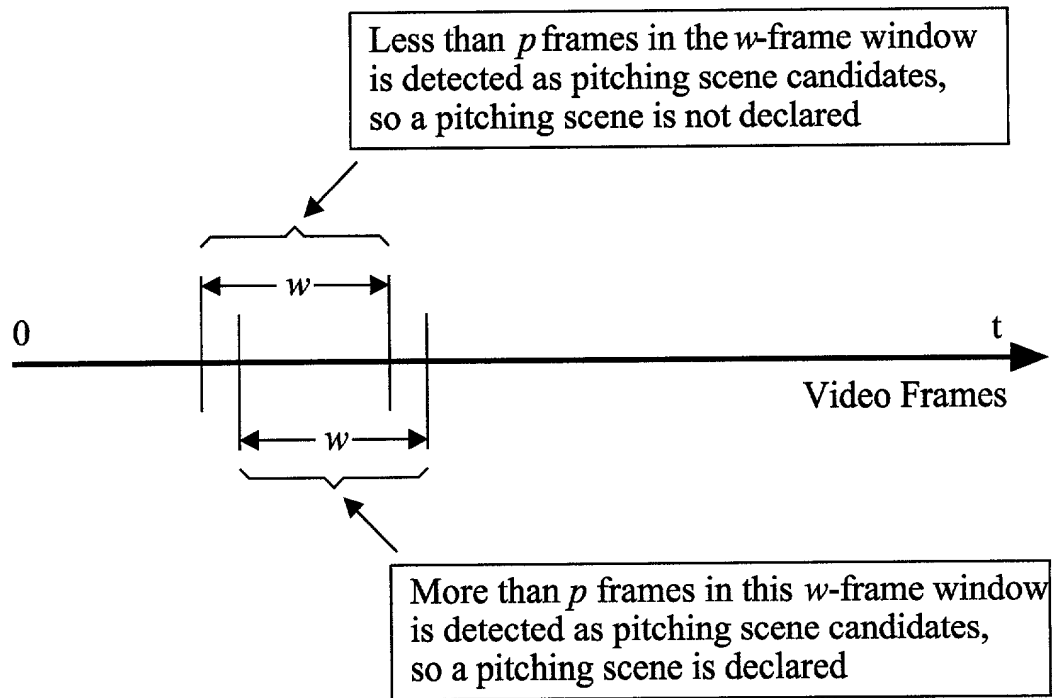


FIG. 5

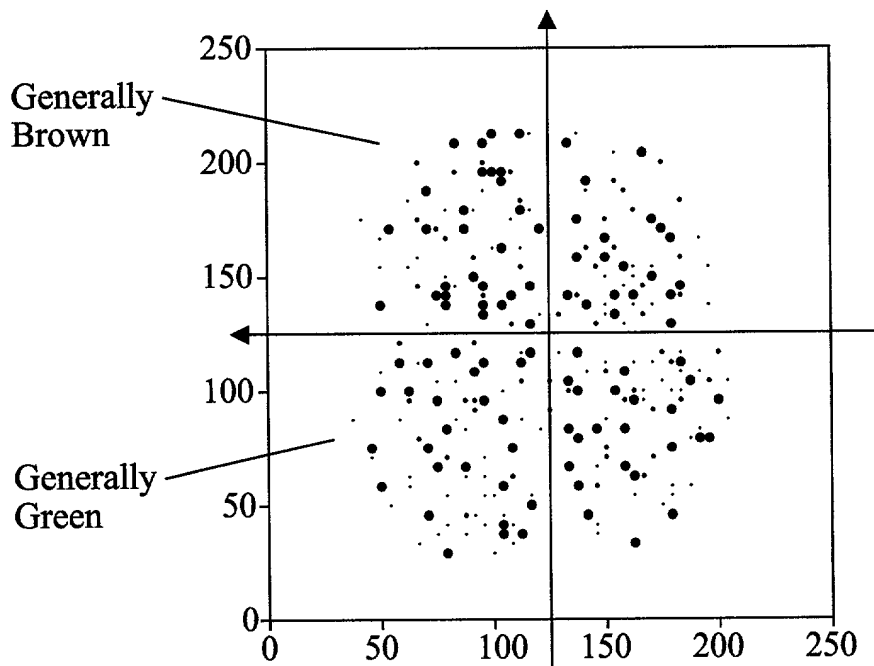


FIG. 6

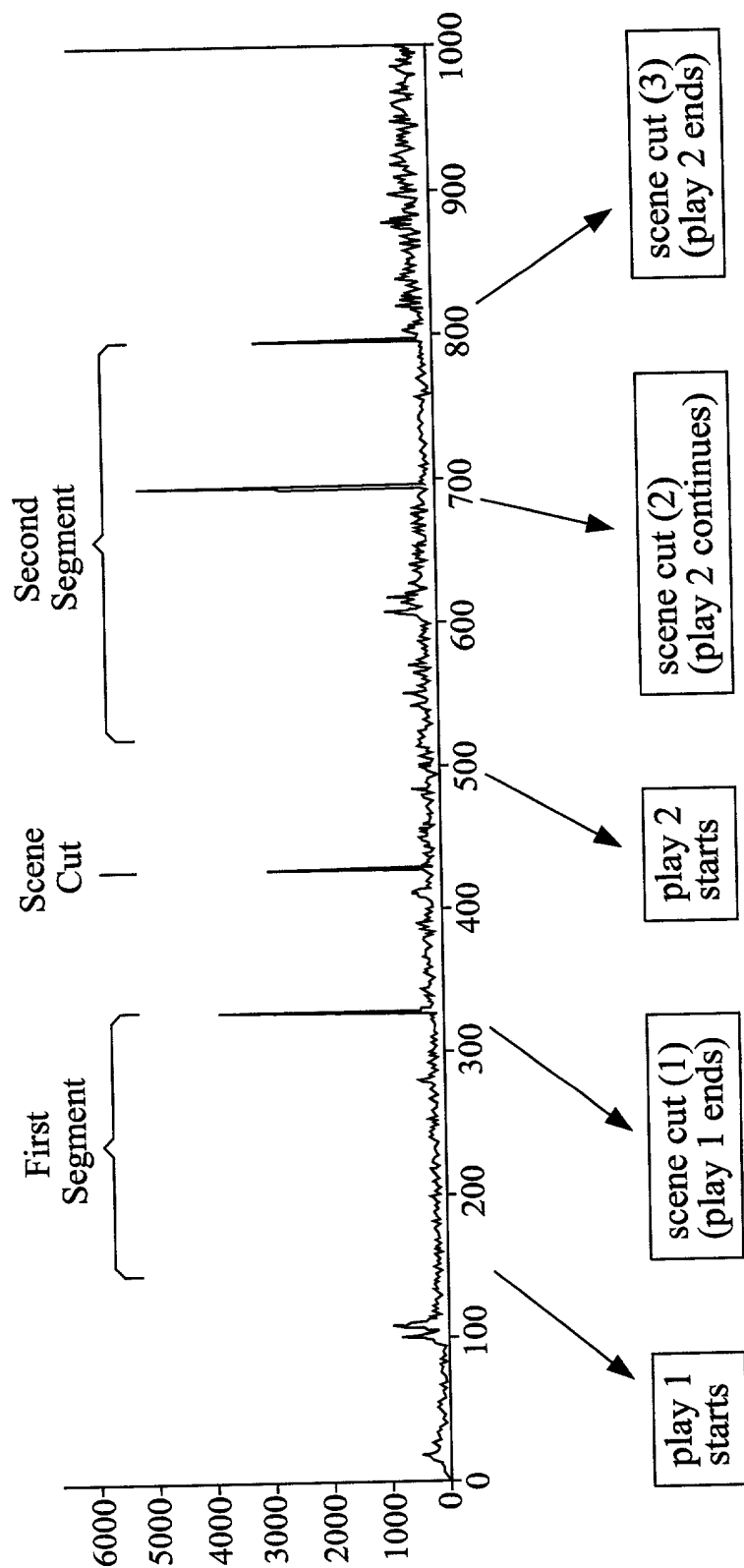


FIG. 7

```

graph LR
    Start([Starting from a pitching scene]) --> GetNextFrame[Get next frame]
    GetNextFrame --> SceneCut{Scene cut detected?}
    SceneCut -- No --> GetNextFrame
    SceneCut -- Yes --> CameraLooking{Camera looking at the field?}
    CameraLooking -- No --> EndPlay((End of Play))
    CameraLooking -- Yes --> GetNextFrame
  
```

A dark, grainy, black and white photograph of a person in a crouched position, possibly in a field or forest. The image is heavily obscured by noise and artifacts, making details difficult to discern. The person appears to be wearing light-colored clothing.

FIG. 9

FIG. 10

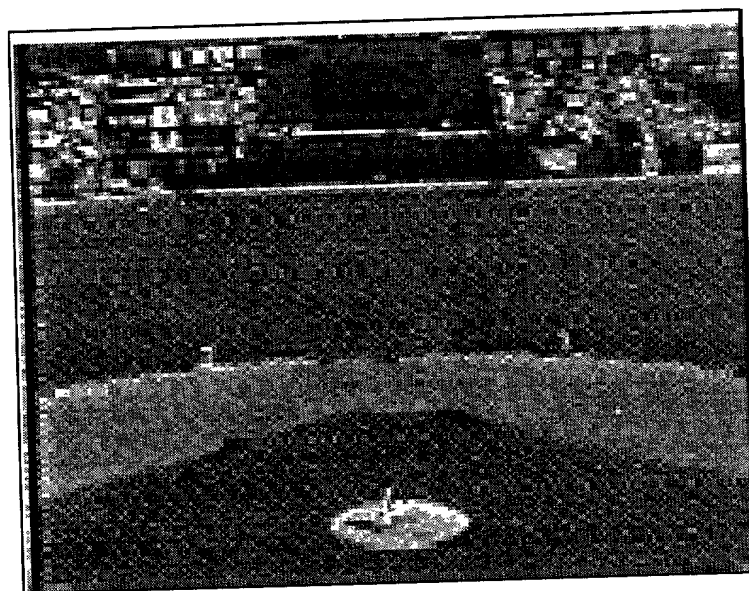


FIG. 10

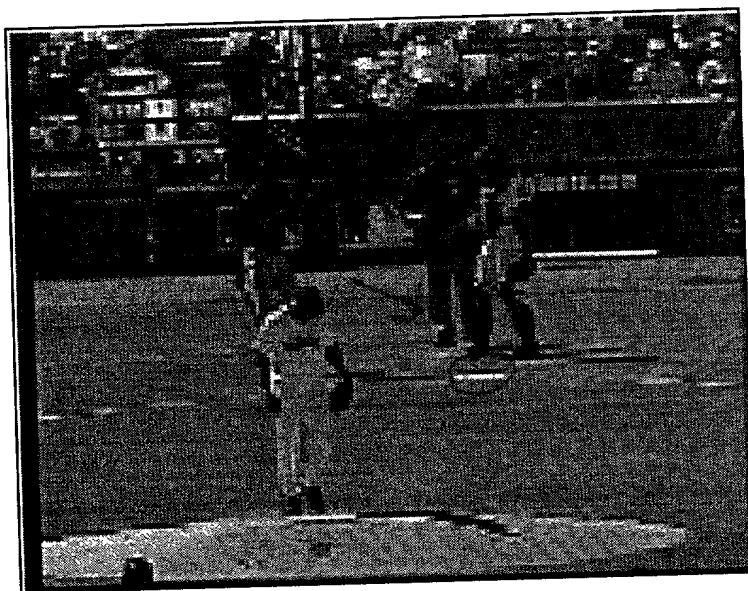


FIG. 11

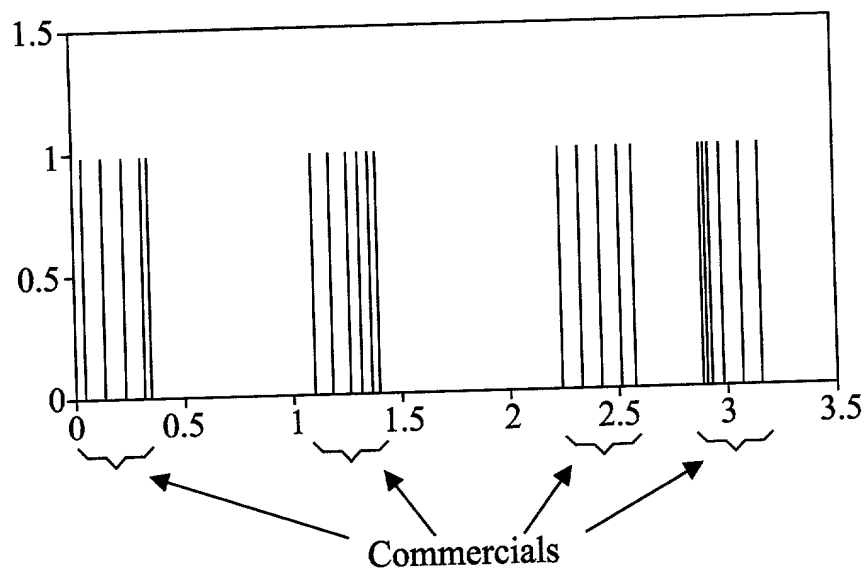


FIG. 12

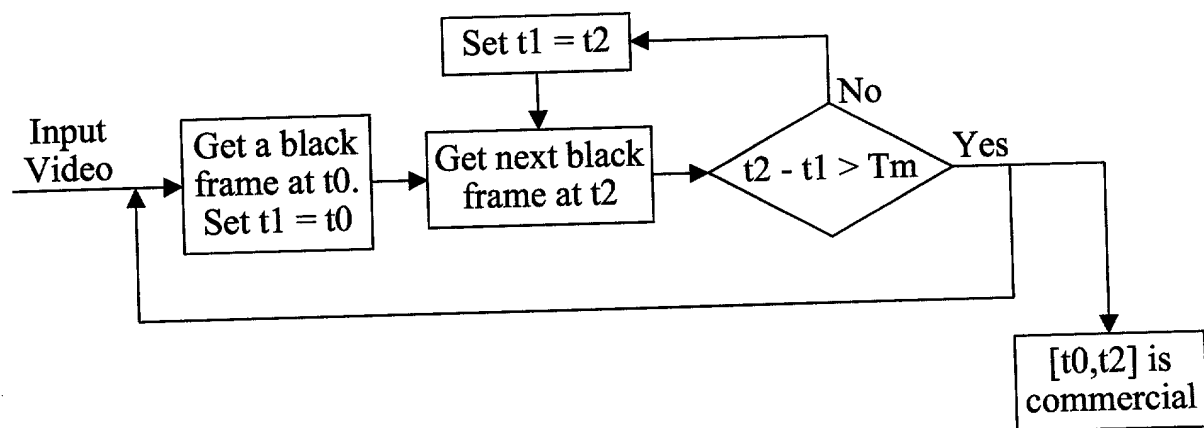


FIG. 13

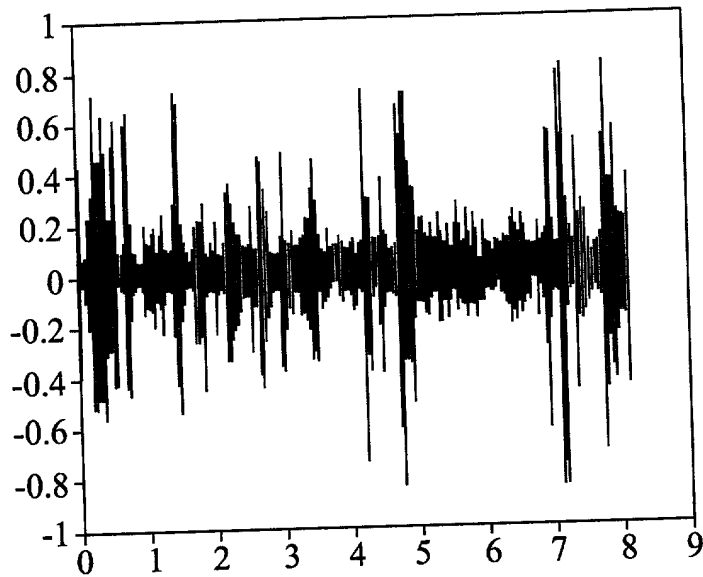


FIG. 14A

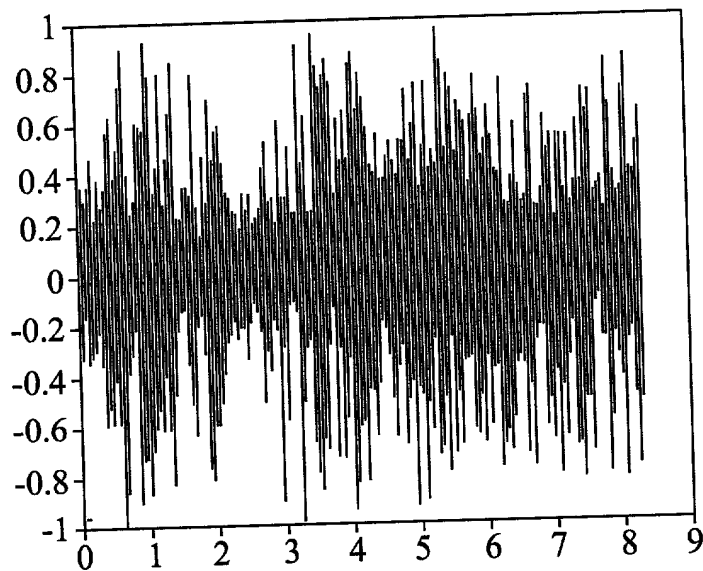


FIG. 14B

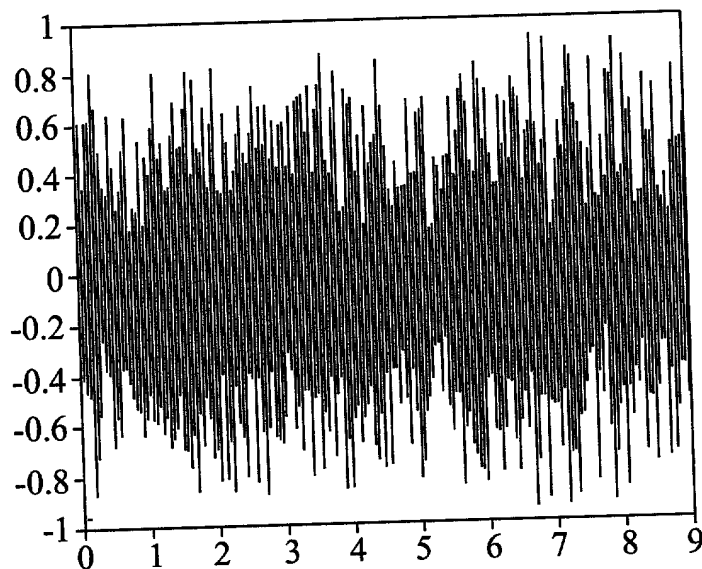


FIG. 14C

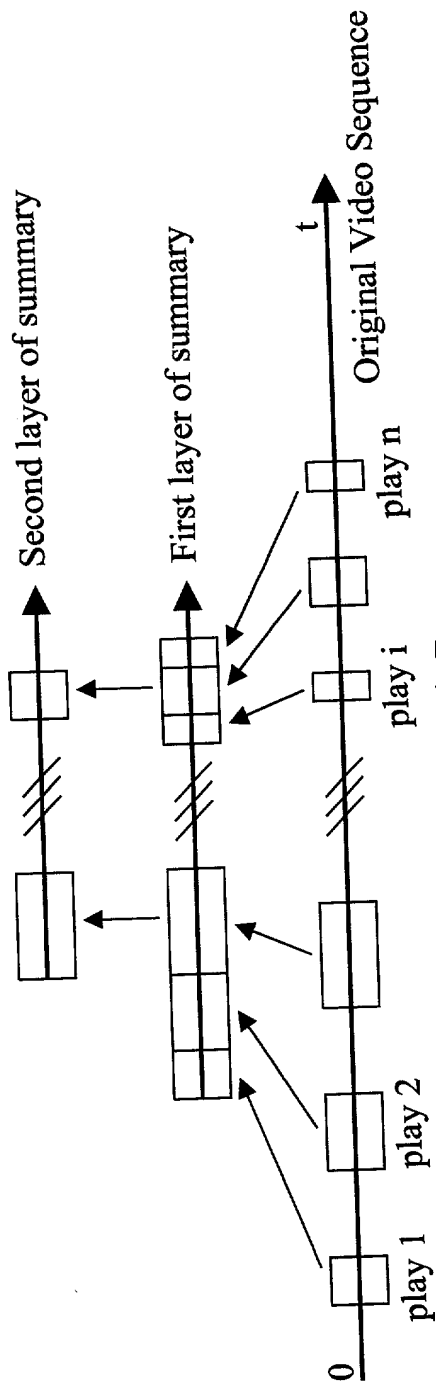


FIG. 15

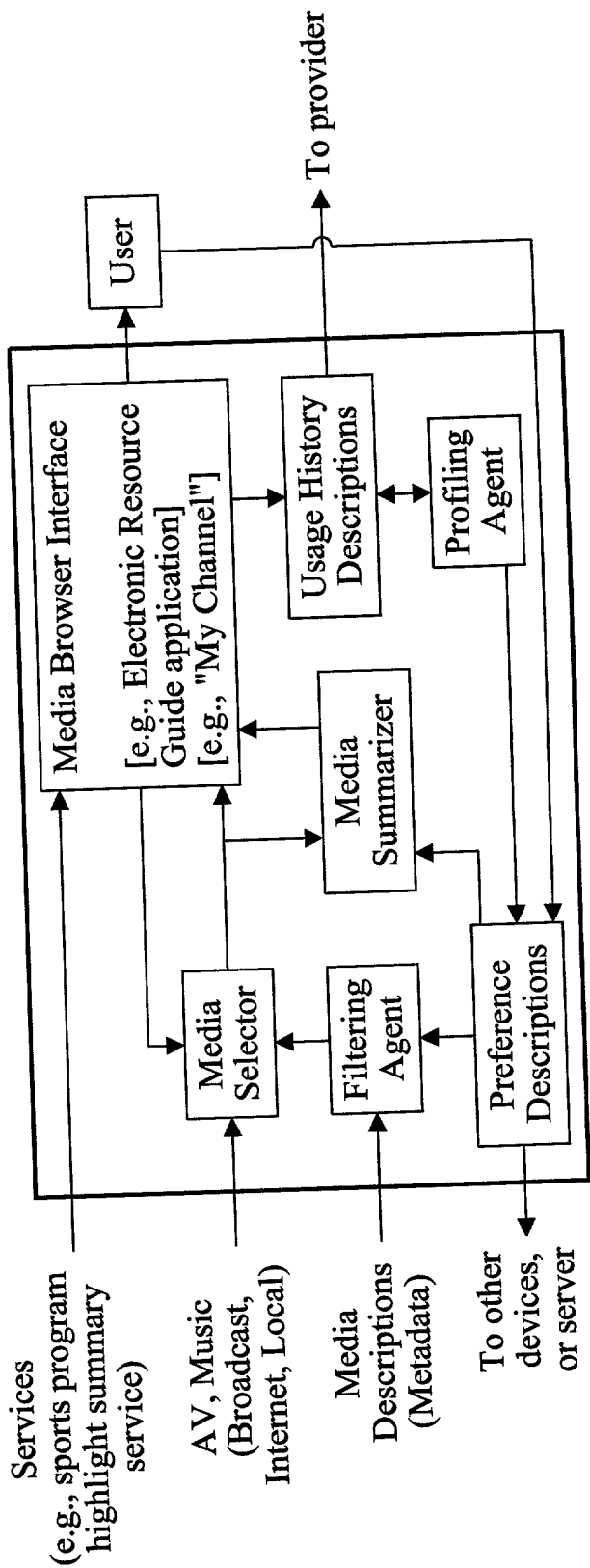


FIG. 16

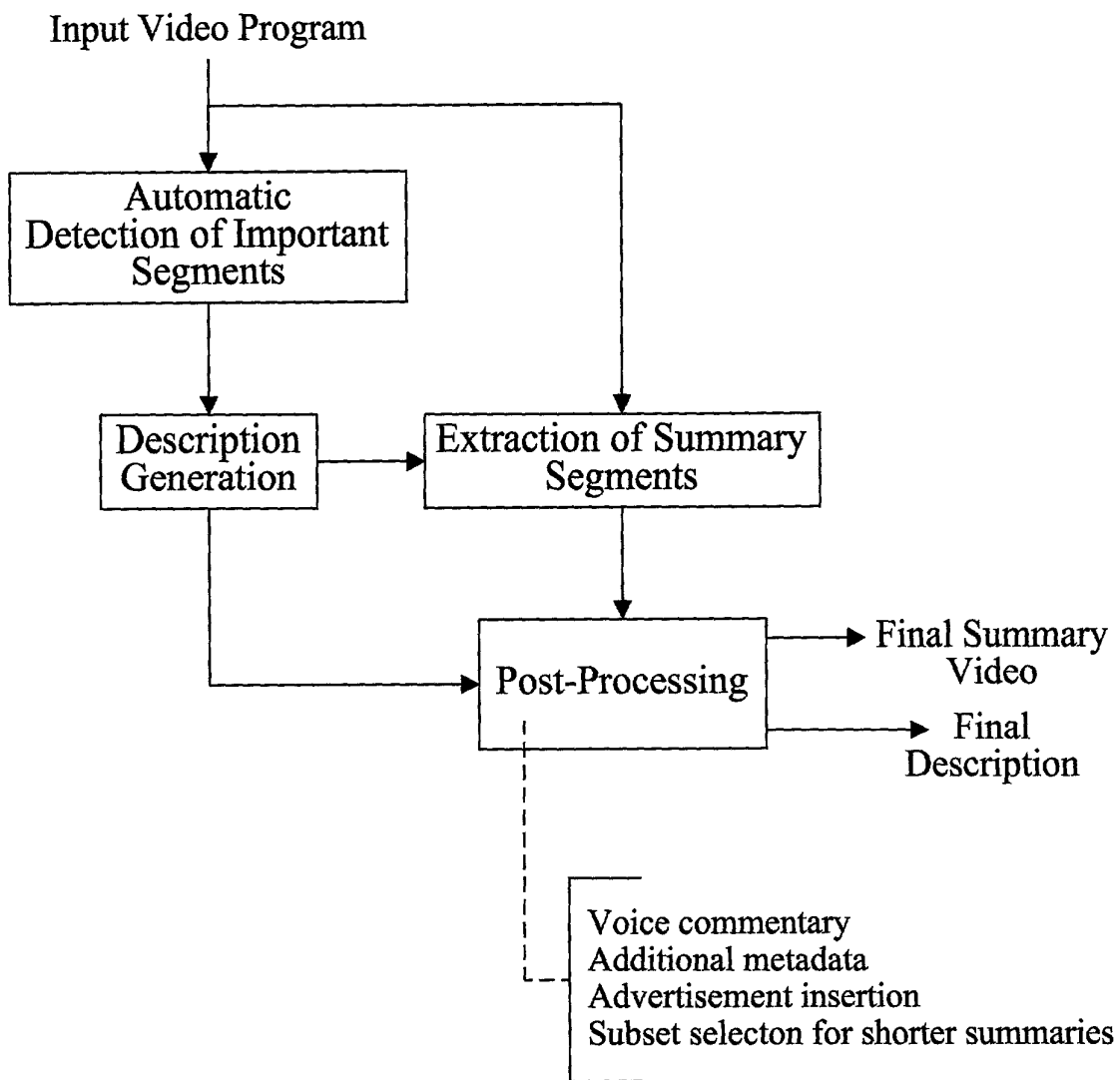


FIG. 17

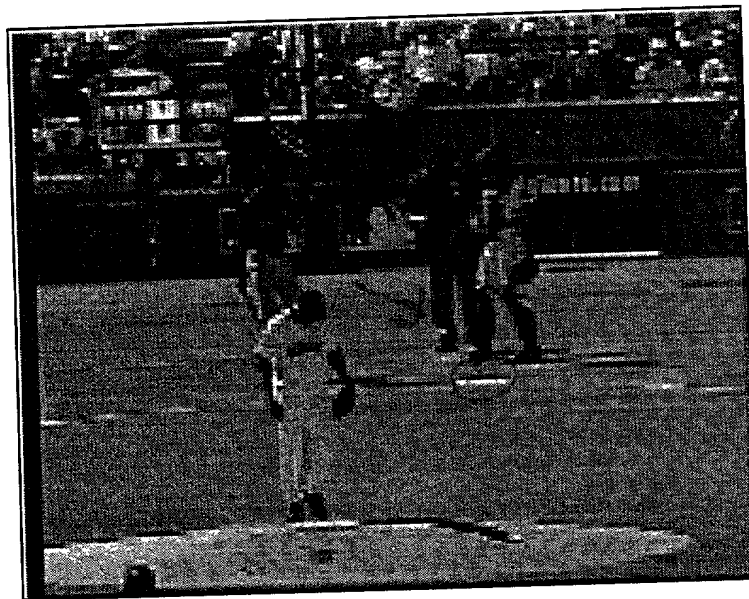


FIG. 18

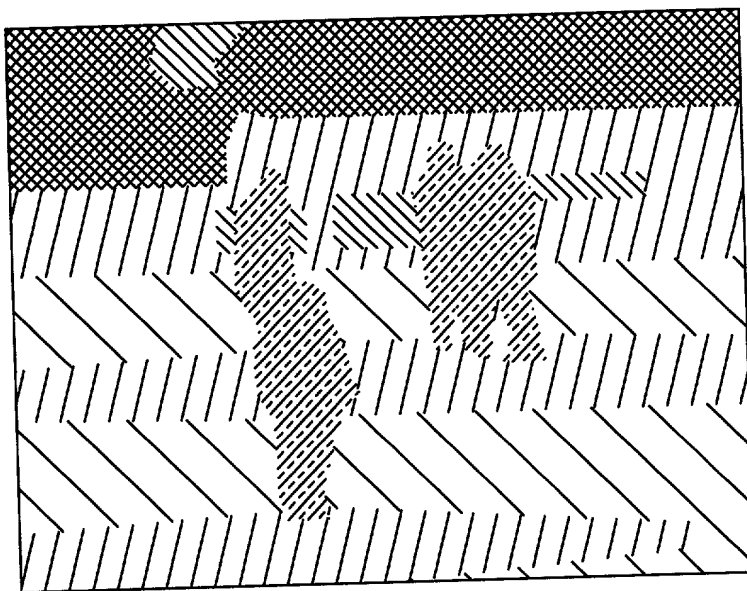


FIG. 19